

# The Go Programming Language

The Go Programming LanguageGo Programming LanguageGolang Mini ReferenceThe Go Programming Language PhrasebookGO Programming in easy stepsGO Programming LanguageThe Art of Go – BasicsThe Way to GoThe Go Programming LanguageLet Us Go!GO Programming in Easy StepsPro GoLearning Go ProgrammingIntroduction to Google's Go Programming LanguageIntroducing GoGo Programming for BeginnersNetwork Programming with Go LanguageGo Programming LanguageGo Programming in Easy StepsThe Go Programming Language Alan A. A. Donovan Mem Lnc Harry Yoon David Chisnall Mike McGrath Matthew Berger Harry Yoon Ivo Balbaert Alan A. A. Donovan Rahul Sid Patil Mike McGrath Adam Freeman Shubhangi Agarwal Orhan Gazi Caleb Doxsey Tommy Clark Jan Newmarch Steven Keller Mike McGrath Alexa Goldberg

The Go Programming Language Go Programming Language Golang Mini Reference The Go Programming Language Phrasebook GO Programming in easy steps GO Programming Language The Art of Go – Basics The Way to Go The Go Programming Language Let Us Go! GO Programming in Easy Steps Pro Go Learning Go Programming Introduction to Google's Go Programming Language Introducing Go Go Programming for Beginners Network Programming with Go Language Go Programming Language Go Programming in Easy Steps The Go Programming Language *Alan A. A. Donovan Mem Lnc Harry Yoon David Chisnall Mike McGrath Matthew Berger Harry Yoon Ivo Balbaert Alan A. A. Donovan Rahul Sid Patil Mike McGrath Adam Freeman Shubhangi Agarwal Orhan Gazi Caleb Doxsey Tommy Clark Jan Newmarch Steven Keller Mike McGrath Alexa Goldberg*

the go programming language is the authoritative resource for any programmer who wants to learn go it shows how to write clear and idiomatic go to solve real world problems the book does not assume prior knowledge of go nor experience with any specific language so you ll find it accessible whether you re most comfortable with javascript ruby python java or c the first chapter is a tutorial on the basic concepts of go introduced through

programs for file i/o and text processing simple graphics and web clients and servers early chapters cover the structural elements of go programs syntax control flow data types and the organization of a program into packages files and functions the examples illustrate many packages from the standard library and show how to create new ones of your own later chapters explain the package mechanism in more detail and how to build test and maintain projects using the go tool the chapters on methods and interfaces introduce go's unconventional approach to object oriented programming in which methods can be declared on any type and interfaces are implicitly satisfied they explain the key principles of encapsulation composition and substitutability using realistic examples two chapters on concurrency present in depth approaches to this increasingly important topic the first which covers the basic mechanisms of goroutines and channels illustrates the style known as communicating sequential processes for which go is renowned the second covers more traditional aspects of concurrency with shared variables these chapters provide a solid foundation for programmers encountering concurrency for the first time the final two chapters explore lower level features of go one covers the art of metaprogramming using reflection the other shows how to use the unsafe package to step outside the type system for special situations and how to use the cgo tool to create go bindings for c libraries the book features hundreds of interesting and practical examples of well written go code that cover the whole language its most important packages and a wide range of applications each chapter has exercises to test your understanding and explore extensions and alternatives source code is freely available for download from [gopl.io](http://gopl.io) and may be conveniently fetched built and installed using the go get command

go programming language you may have heard in the last few years about a new programming language that originated from within google called go or golang as a searchable term for search engines through this book we will try to identify this language its advantages disadvantages and what makes it different from others the first chapter of this book will be a verbal lesson only focusing on the points of difference of language with the rest of the languages and is directed to those with some programming background with the rest of the languages but the rest of the lessons will be directed to beginners

learn golang essentials in a weekend go is one of the most powerful and yet the simplest modern programming languages we go through all important features of the modern go programming language as of 1 18 and 1 19 2022 including generics why go go is a simple easy to learn and use beginner friendly high level programming language go is suitable for low level systems programming traditionally done by low level languages like c go is one of the most popular languages in modern services and application development go is one of the most widely used cli application languages for system administration and network management go is fun although the book is written as a reference you can read it more or less from beginning to end and you should be able to get the overall picture of the go language but not necessarily all the gory details if you have some prior experience with programming in go or other similar c style languages the book covers go toolchain workspaces modules go program execution model packages variable constant declarations builtin types builtin functions structs interfaces generic types functions methods generic functions expressions and statements goroutines the book also includes a bonus chapter on generics for people who are new to programming with the parameterized types generics brings the power of the modern type system to the go programming language you won t be able to program effectively in go without fully utilizing generics moving forward order your copy today and learn go this weekend

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go programming in easy steps has an easy to follow style that will appeal to anyone who wants to begin coding computer programs with google s go

programming language the code in the listed steps within the book is color coded making it easier for beginners to grasp you need have no previous knowledge of any computer programming language so it s ideal for the newcomer go programming in easy steps instructs you how to write code to create your own computer programs it contains separate chapters demonstrating how to store information in data structures how to control program flow using control structures and how to create re usable blocks of code in program functions there are complete step by step example programs that demonstrate each aspect of coding together with screenshots that illustrate the actual output when each program is executed go programming in easy steps begins by explaining how to easily create a programming environment on your own computer so you can quickly begin to create your own working programs by copying the book s examples after demonstrating the essential building blocks of computer programming it describes how to use data abstraction for object oriented programming and demonstrates how to code goroutines and channels for concurrency in your programs table of contents 1 get started 2 store values 3 perform operations 4 control flow 5 produce functions 6 build structures 7 create arrays 8 harness time 9 manage data 10 handle input 11 employ concurrency 12 request responses

you are about to learn how to build simple reliable and efficient software with golang programming language if you are looking to add a programming language to your skillset it makes sense to make golang or simply go your programming language of choice developed by engineers at google you can rest assured that just like google go delivers much more than you can imagine in making the software development process easy efficient reliable scalable fast and simple developed with the idea of resolving the inadequacies that come with c programming language you can be assured that go is just as powerful as the most popular programming languages if not more powerful and won t limit you as to what you can do with a rich standard library dynamic typing capability garbage collection type safety and many other advanced built in types such as key value maps go will amaze you as to what you can do with it so what makes go programming special compared to programming in other languages how do you get started with go how can you compose reliable applications using go s high power functions how can you create and initialize maps with go and how to effectively use go programming for doing projects if you have any of these and other related questions this book is for you so keep reading as it covers everything about golang from a z using simple language that you will understand and apply with ease inside this book you will learn the basics of go programming

language including what it is how it works how it was developed and why you should consider it how to write your first program with go how to write command line arguments find duplicate lines create animated gifs fetch a url and a web page by url using go the ins and outs of go s program structure including go assignment operators the types of declaration and everything about packages and files the basic data types integers floating point numbers complex type numbers booleans interpreted string literals strings with utf 8 characters and constants in go everything you need to know about composite type and numeric constant how to create and initialize maps and important points the ins and outs of struct and parsing templates in golang the ins and outs of functions in golang including how to call a function the different function arguments recursion anonymous functions defer and recover an understanding of methods the different types of embedding and encapsulation some references to help you with go programming and much more even if you ve never come across golang before this book s beginner friendly approach will open your mind to the endless sea of possibilities in the world of go programming it is designed for software programmers with a need to learn go programming from scratch it does not make any assumptions that you have prior knowledge of go or any specific language so you will find it comprehensive irrespective of your skills level

learn golang programming by reading this book go is one of the most popular programming languages created by google go is much simpler than most other modern programming languages such as java or c it is easier to learn it is easier to use and it is more fun to use if you are just starting with programming then go is the perfect language to learn programming with go is a backend programming language and it is different from other popular dynamic languages like python and javascript it requires more discipline it will make you a better programmer once you are comfortable with go you can more easily learn other programming languages the art of go basics starts from the absolute basics and moves on to more advanced topics although it is an introductory book you will gain sufficient knowledge after reading this book that you can venture into a journey of programming in go on your own if you are a seasoned developer then it will provide a good introduction to idiomatic usages of go in broad contexts who is this book for anyone who wants to know what programming is and how the code is written anyone who has tried to learn programming and given up because it was too hard anyone who has some experience in programming and who wants to learn the go language the art of go basics is organized into a series of small lessons each lesson starts with simple example programs and it emphasizes code reading rather than premature writing you will

learn basics of coding and some intricacies of golang just by reading each lesson the book includes some optional exercises and it ends with a few final projects the art of go basics covers the following topics as of version go 1.16 among other things the basic structure of go programs basic constructs of the go programming language such as expressions and statements primitive types slices maps and functions go structs interfaces and methods pointers value semantics vs reference semantics value receivers vs pointer receivers concurrent programming with goroutines and channels simple network programming over tcp simple programming using the net standard package go build tools go modules if you are just starting to learn programming then learn go learn programming with go the art of go basics will guide you through your first steps in the wonderful world of programming get this book now and start learning programming in go today

this book provides the reader with a comprehensive overview of the new open source programming language go in its first stable and maintained release go 1 from google the language is devised with java c like syntax so as to feel familiar to the bulk of programmers today but go code is much cleaner and simpler to read thus increasing the productivity of developers you will see how go simplifies programming with slices maps structs and interfaces incorporates functional programming makes error handling easy and secure simplifies concurrent and parallel programming with goroutines and channels and you will learn how to make use of gos excellent standard library program go the idiomatic way using patterns and best practices in over 225 working examples and 135 exercises this book focuses on the aspects that the reader needs to take part in the coming software revolution using go

this book is a comprehensive guide designed to introduce newcomers to go golang it covers the essential topics that you would need to build a solid foundation in golang including basic syntax data types control structures functions and packages along with the basics of the language you will also learn how to set up a development environment integrate visual studio code and use git and github for version control learn the language through practical hands on interactive exercises using go playground and real world projects in the book you can work through detailed step by step instructions from environment setup to project deployment and easily follow along without prior experience each chapter builds progressively guiding

you from writing simple programs to developing a useful cli tool and a basic web service by treating each example as a github project the book ensures you gain experience in project management and collaborative development topics such as error handling testing and concurrency are covered in depth providing you with the skills needed to write efficient and reliable go code the appendix includes valuable resources like quick reference guides and best practices for go programming this book is an indispensable resource for you in go due to its highly practical hands on approach with detailed step by step instructions comprehensive integration with modern development tools and real world project examples what you ll learn basic go programming concepts like variables data types control structures functions and packages setting up a go development environment and configuring visual studio code for go projects building deploying and maintaining a useful command line interface cli tool in go applying go programming concepts through hands on projects and real world examples who this book is for software architects and engineers students hobbyists educators and trainers

go programming in easy steps has an easy to follow style that will appeal to anyone who wants to begin coding computer programs with google s go programming language the code in the listed steps within the book is color coded making it easier for beginners to grasp you need have no previous knowledge of any computer programming language so it s ideal for the newcomer go programming in easy steps instructs you how to write code to create your own computer programs it contains separate chapters demonstrating how to store information in data structures how to control program flow using control structures and how to create re usable blocks of code in program functions there are complete step by step example programs that demonstrate each aspect of coding together with screenshots that illustrate the actual output when each program is executed go programming in easy steps begins by explaining how to easily create a programming environment on your own computer so you can quickly begin to create your own working programs by copying the book s examples after demonstrating the essential building blocks of computer programming it describes how to use data abstraction for object oriented programming and demonstrates how to code goroutines and channels for concurrency in your programs

best selling author adam freeman explains how to get the most from go starting from the basics and building up to the most advanced and sophisticated features you will learn how go builds on a simple and consistent type system to create a comprehensive and productive development

experience that produces fast and robust applications that run across platforms go also known as golang is the concise and efficient programming language designed by google for creating high performance cross platform applications go combines strong static types with simple syntax and a comprehensive standard library to increase programmer productivity while still supporting features such as concurrent parallel programming each topic is covered in a clear concise no nonsense approach that is packed with the details you need to learn to be truly effective chapters include common problems and how to avoid them what you will learn gain a solid understanding of the go language and tools gain in depth knowledge of the go standard library use go for concurrent parallel tasks use go for client and server side development who this book is for experienced developers who want to use go to create applications

deep dive into the essential topics in go programming key features□□ understand the fundamentals of go language its history purpose and success stories learn how to work with variables constants data types operators control structures and functions get familiar and work with the standard golang libraries learn how to create custom packages and third party package installation understand how concurrency is achieved in go with the use of goroutines mutex and channels understand how an error is handled in golang and supported libraries □ description□□ this book is a unique read for both beginners and developers as it extensively covers topics ranging from fundamentals to advanced topics in go programming basics such as data types control structures and loops in have been explained in depth a detailed description of structs interfaces polymorphism and concurrency will enable you to write professional codes using golang you will get an idea of error data type and how to recover it in golang you will be capable of using standard libraries create custom packages and install third party packages in go creation of functions and invoking them in go have been vividly explained by the end you will be able to write advanced golang code and at the same time develop an application with golang server □ what you will learn□□ learn how to write codes using control structures and loops in go get familiar with the type of operators in go learn how to work with arrays and slices in go get familiar and work with the functions in go learn how to implement concurrent programming in go □ who this book is for this book is for anyone who wants to learn the golang programming language programmers and developers who are currently using golang can use this book as a reference guide □ table of contents□ 1 introduction to go 2 environment setup 3 beginning with go 4 variables data types and constants 5 operators



6 control structures 7 functions 8 packages in go 9 arrays and slices 10 strings 11 pointers 12 structures 13 composition 14 interfaces and polymorphism 15 maps 16 concurrency with go 17 mutex channels 18 error handling 19 reflection 20 build application

this book teaches go programming language go was originally designed at google in 2007 go is a fast and lightweight programming language it has a quicker compilation time compared to c c go has automatic garbage collector that frees up memory when it is no longer needed go is a statically typed language that is errors can be caught at compile time rather than at runtime go was designed to write programs for networking and cloud based or server side applications go has cross platform support property it can be compiled to run on many platforms like windows linux mac and raspberry pi etc the book is neatly written and includes sufficient number of examples author of the book uses his years of teaching experience to serve the topics of go programming in a clean and understandable manner

perfect for beginners familiar with programming basics this hands on guide provides an easy introduction to go the general purpose programming language from google author caleb doxsey covers the language s core features with step by step instructions and exercises in each chapter to help you practice what you learn go is a general purpose programming language with a clean syntax and advanced features including concurrency this book provides the one on one support you need to get started with the language with short easily digestible chapters that build on one another by the time you finish this book not only will you be able to write real go programs you ll be ready to tackle advanced techniques jump into go basics including data types variables and control structures learn complex types such as slices functions structs and interfaces explore go s core library and learn how to create your own package write tests for your code by using the language s go test program learn how to run programs concurrently with goroutines and channels get suggestions to help you master the craft of programming

go programming for beginners master go from scratch with easy to follow steps learn go from the ground up with clear instructions practical examples and expert guidance perfect for aspiring developers are you ready to dive into one of the most powerful and in demand programming languages of the

modern era go programming for beginners is your ultimate beginner's guide to learning the go programming language from the ground up even if you've never written a single line of code before this book makes it easy to understand complex concepts with clear step by step instructions real world examples and expert insights whether you're looking to launch a new career expand your skills or build high performance applications this is the perfect starting point what you'll learn inside the basics made simple understand go's elegant syntax variables data types loops and functions with easy to digest chapters that make learning feel effortless hands on programming each chapter includes go programming language examples that you can practice immediately because the best way to learn is by doing real world use cases discover what the go programming language is used for including backend development cloud computing apis and more expert tips and guidance avoid beginner pitfalls with curated tips and best practices from seasoned go developers a strong foundation for the future whether you're aiming for backend cloud native or systems programming this book gives you the solid go programming language tutorial foundation you need why learn the go programming language originally developed at google go also known as golang is trusted by companies like uber dropbox and netflix it's fast simple and perfect for building scalable software if you've ever wondered what programming language google uses for efficient and powerful systems this is it with its readable syntax and built in concurrency model go is a good programming language for beginners that still scales to expert level development whether you're a student hobbyist or professional this book will help you learn golang fast and effectively who is this book for new coders ready to learn their first language developers transitioning from python java or c students looking for a go programming language course in book form anyone curious about programming in a google backed language with a bright future bonus tools and resources included you'll also get access to recommended tools online compilers and the best go programming language documentation to continue your journey beyond the book start your programming journey with confidence you don't need to be a tech wizard to master go you just need the right guide and this is it go programming for beginners makes learning fun approachable and practical build your first go programs understand the logic behind the language lay the groundwork for advanced development the future of programming is here master it one line of go at a time scroll up and grab your copy of go programming for beginners today

dive into key topics in network architecture implemented with the google backed open source go programming language networking topics such as

data serialization application level protocols character sets and encodings are discussed and demonstrated in go this book has been updated to the go version 1.18 which includes modules generics and fuzzing along with updated and additional examples beyond the fundamentals network programming with go second edition covers key networking and security issues such as http protocol changes validation and templates remote procedure call rpc and rest comparison and more additionally authors ronald petty and jan newmarch guide you in building and connecting to a complete web server based on go along the way use of a go web toolkit gorilla will be employed this book can serve as both an essential learning guide and reference on networking concepts and implementation in go free source code is available on github for this book under creative commons open source license what you will learn perform network programming with go including json and rpc understand gorilla the golang web toolkit and how to use it implement a microservice architecture with go leverage go features such as generics fuzzing master syscalls and how to employ them with go who this book is for anyone interested in learning networking concepts implemented in modern go basic knowledge in go is assumed however the content and examples in this book are approachable with modest development experience in other languages

this guide is an exploration of the go programming language version 1.6 it begins by explaining to the user about the go programming language so that they can learn the purposes for which it can be used as well as where it originated from go 1.6 supports a feature known as concurrent programming in which several tasks can be carried out simultaneously this book guides you on how to fetch urls concurrently in go 1.6 in this case you will learn how to fetch more than one url at the same time in go programming language the http 2 protocol which is now supported in go programming language is explored you will learn how to create a http 2 server in go programming and establish a connection to it from the go client template blocks which are very useful when programming in go programming language have been explored in detail thus you will learn how to work with them the feature known as language matching in go is also examined the process of sorting has been advanced in go 1.6 thus you will learn the new techniques which are employed the following topics are discussed overview fetching urls concurrently http 2 and go template blocks language matching sorting package reflect tools

go programming in easy steps 2nd edition is updated to cover the latest version of golang and first illustrates the golang programming basics with variables operators flow control and functions before moving on to demonstrate object oriented programming oop with golang this book then shows how golang can handle user input plus read and write files on your own system the examples in go programming in easy steps 2nd edition also demonstrate concurrent programming with goroutines for speed finally the book illustrates how to create and interact with a golang web server on your own system go programming in easy steps 2nd edition has an easy to follow style that will appeal to anyone who wants begin programming in golang programmers looking to extend their skillset students who are studying programming at school or college those seeking a career in software development this book makes no assumption that you have previous knowledge of any programming language so is suitable for a beginner or a programming guru

the go programming language introducing go how to build scalable and reliable programs in september 2007 google started to internally compile multi threaded programming language called go which is often referred to as golang three software designers namely robert grizmer rob pike and ken thompson who were previously working together at inferno systems development projects came together to design golang openbsd plan 9 solaris android linux macos dragonfly bsd and a few other operating systems were developed by golang creators the idea of developing golang was to have high performance programs to run on modern distributed systems together with multi core processors go was designed to help solve most of the real world challenges when using google to develop software there are a number of problems to be solved with some of them being high cost of updates uncontrollable dependencies development duplication slow build on programs and many more in this book we aim to gather some of the basic facts you need to know about golang our team has compiled every possible small detail or procedure about golang and we are excited to share with you in the following but not limited topics history of language and its necessity comparison with other languages performance speed convenience basic language description syntax type design interface system syntactic features features of work in the go companies actively using go go development examples spread and prospects development tools examples of using program go rating download your copy of the go programming language by scrolling up and clicking buy now with 1 click button

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